

Agile Software Requirements

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Iowa State University

COMS 409 – Software Requirements

Purpose

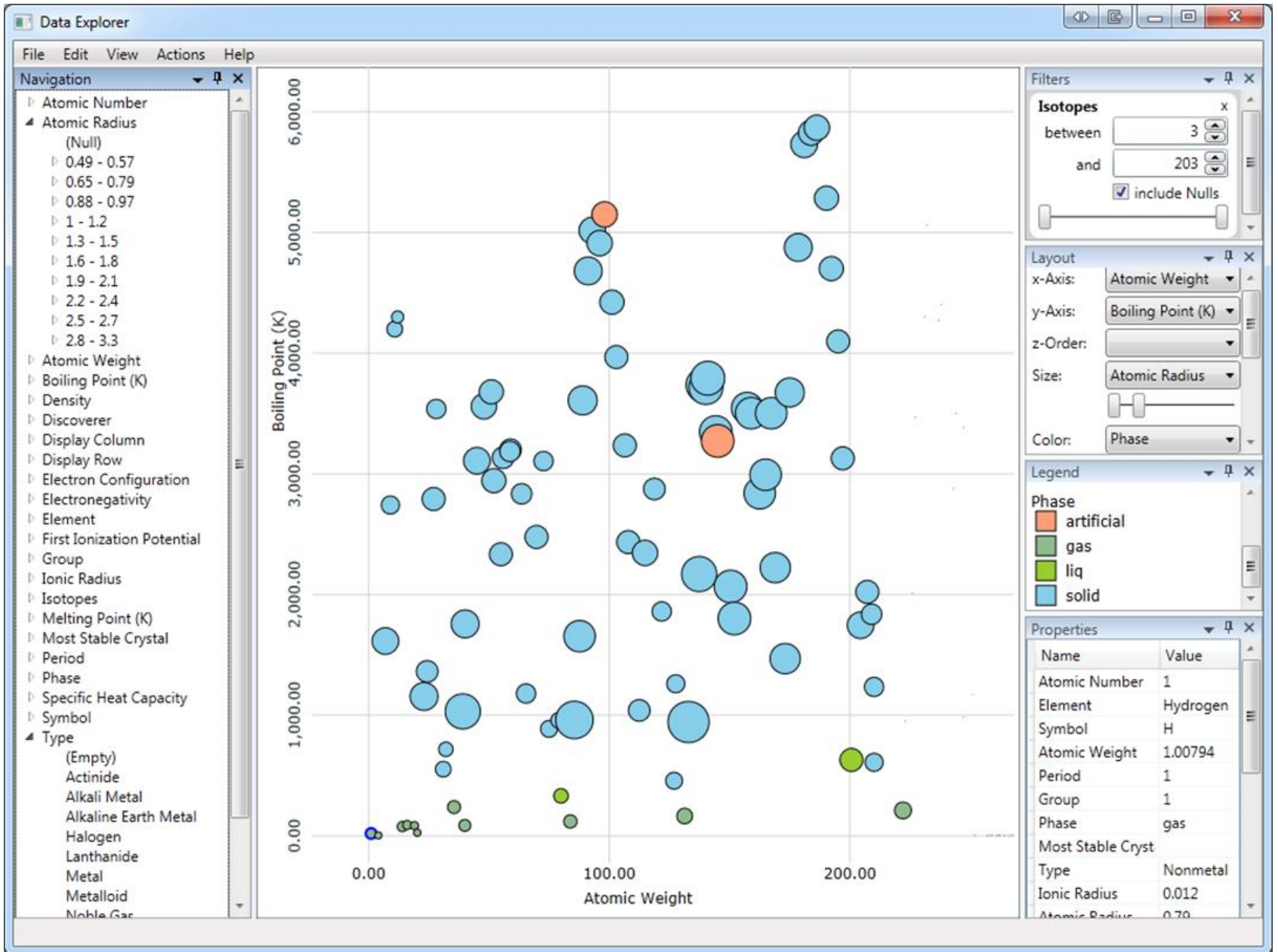
- Introduce you to Agile software development
- Discuss Agile software requirements

Overview

- What is Agile?
- Waterfall vs. Agile
- User Stories
- Embedded Documentation
- Non-functional Requirements
- Q & A

About Me

- Independent software consultant
- 14 years of professional Agile software development experience
- Data-driven desktop, server, and web apps
 - Web-based GIS data warehouse
 - Energy data ETL application
 - Global data management system
 - Intelligent lighting control systems
 - Open source data explorer



Education

- BS in Computer Science
- BA in Philosophy
 - Minor in Economics
 - Focus on Artificial Intelligence and Machine Learning
- AS in MIS
- AS in Business Administration

IOWA STATE
UNIVERSITY

DMACC
DES MOINES AREA
COMMUNITY COLLEGE

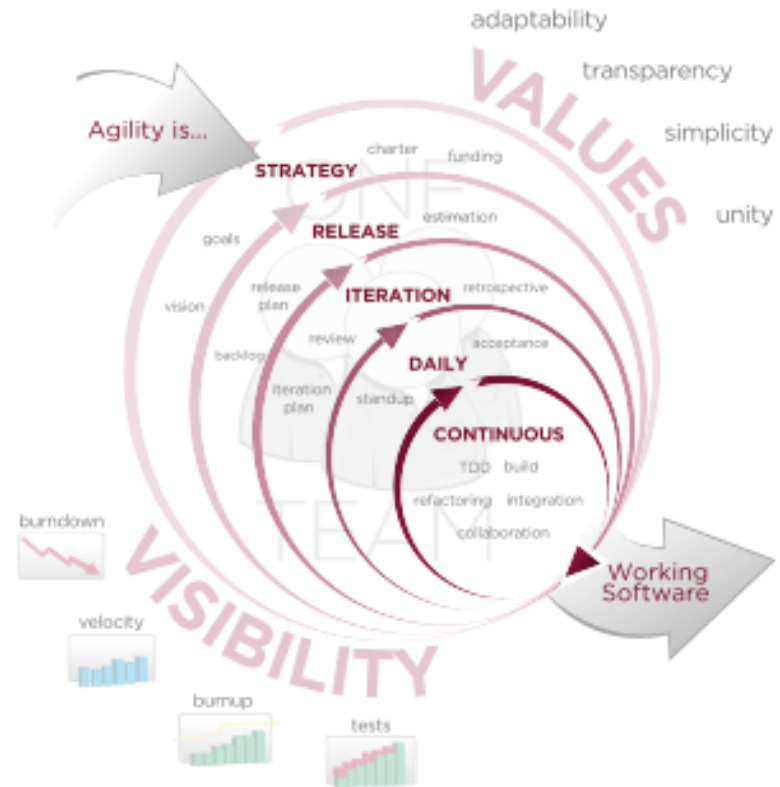
Public Speaking

- Events:
 - Iowa Code Camp
 - Nebraska Code Camp
 - Iowa .NET Users Group
 - Agile Iowa
- Topics:
 - Lean / Agile
 - Data Analysis
 - Patterns, Practices,
and Principles

What is Agile?

What is Agile?

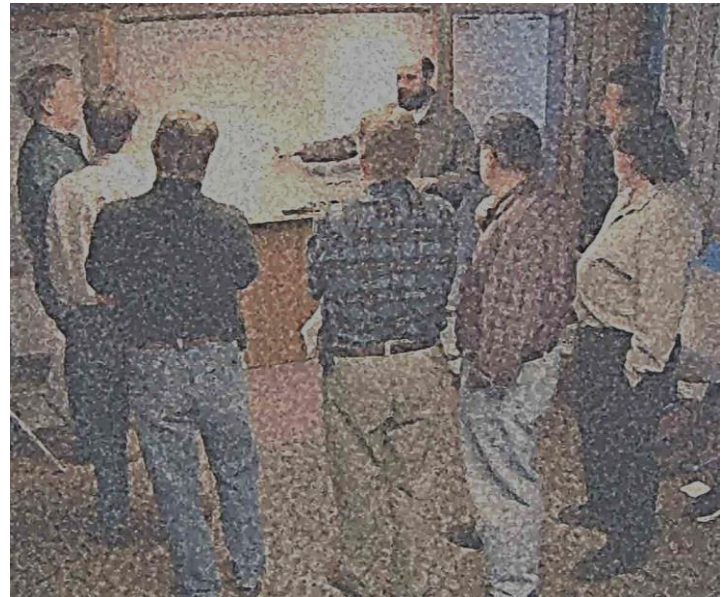
- Started with the Agile Manifesto
 - 4 value propositions
 - 12 principles
- Common set of practices across several methodologies



Source: Wikipedia

Agile Values

- Individuals and interactions
 - over processes and tools
- Working software
 - over comprehensive documentation
- Customer collaboration
 - over contract negotiation
- Responding to change
 - over following a plan



Source: <http://agilemanifesto.org/>

12 Principles of Agile

1. Continuous delivery of value
2. Embrace changing requirements
3. Frequent deployment
4. Customer collaboration
5. Motivated individuals
6. Face-to-face conversation

12 Principles of Agile

7. Working software as measure of progress
8. Sustainable development
9. Technical excellence
10. Simplicity
11. Self-organization
12. Continuous improvement

Agile Methodologies

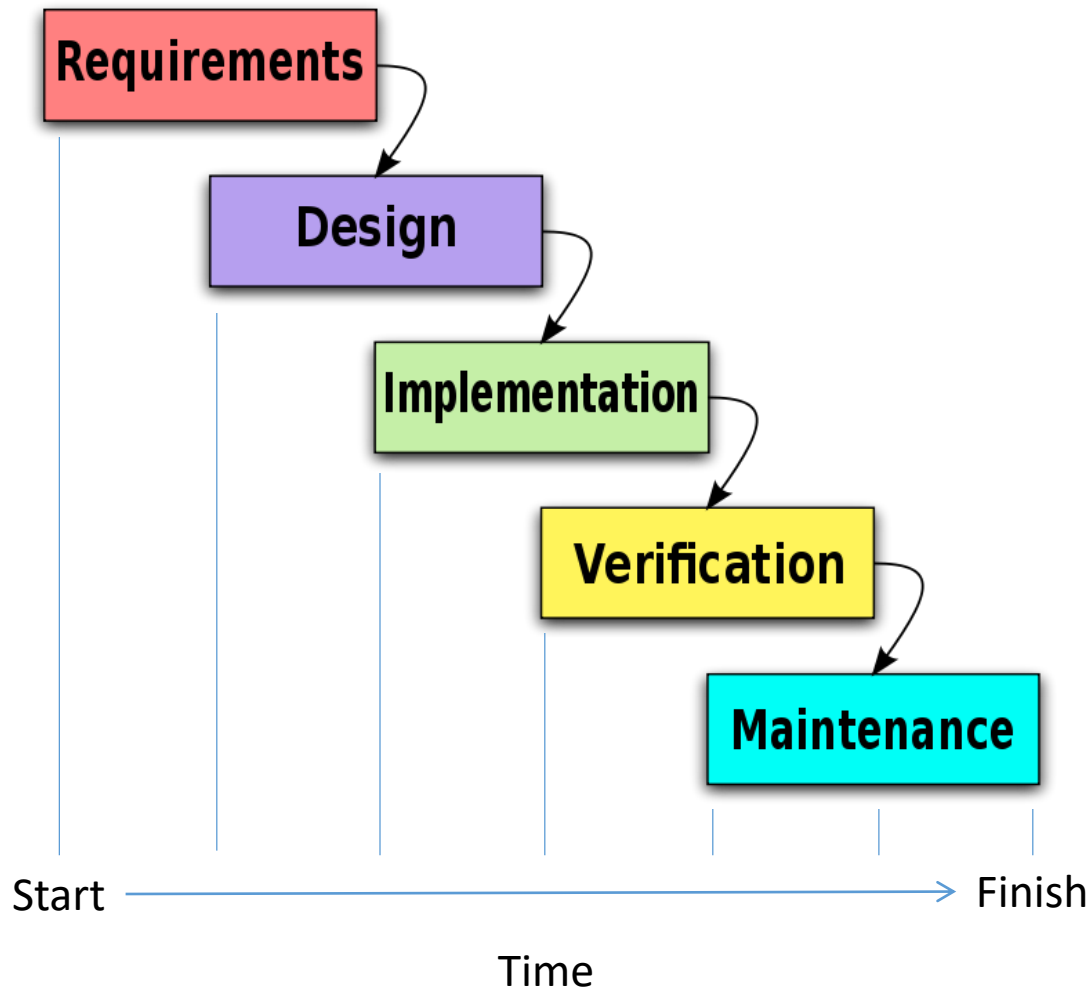
- Scrum
- XP
- Kanban
- Lean
- And many more...



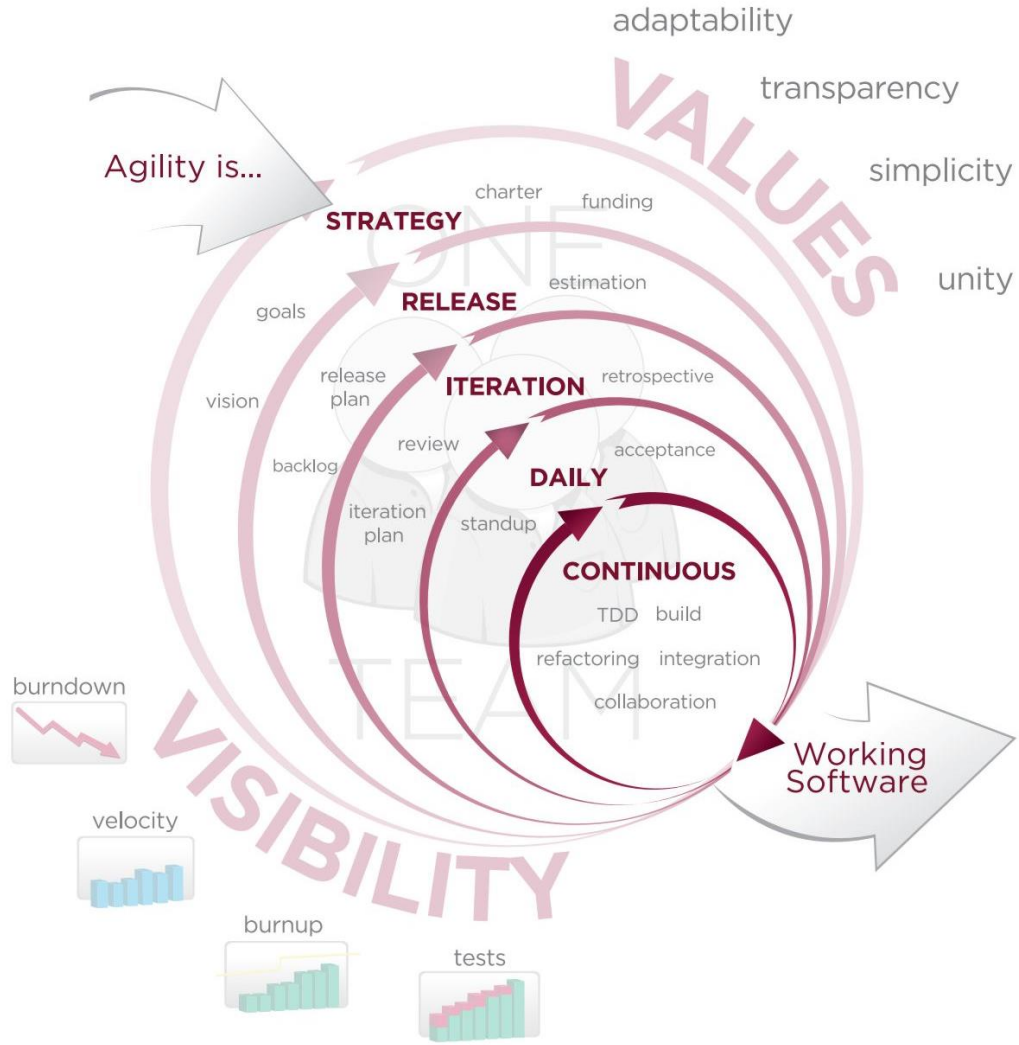
Source: <http://parkertoddoesch.files.wordpress.com/2011/09/umbrella.jpg>

Waterfall vs. Agile

Waterfall



Agile



Source: Wikipedia

Waterfall vs. Agile Processes

	Waterfall	Agile
Measure of Success	Execution of the plan	Working software
Management Culture	Command and control	Self-organization
Requirements / Design	Big and upfront	Just-in-time / minimal
Code / Implementation	Code first and test later	Test and code together
Testing and QA	Big test plan / test last	Test early / continuously
Planning and Scheduling	Large detailed plan	Short, iterative increments

User Stories

User Story

- Short description of functionality that will provide value to a user
- Contains:
 - Title
 - Description
 - Acceptance Criteria
- Placeholder for a conversation to occur

<i>Enter PIN Number</i>
<i>As an ATM user</i>
<i>I want to enter my PIN</i>
<i>So that I can withdraw cash</i>

User Story Example

Title: Enter Personal Identification Number (PIN)

Description:

As an ATM user

I want to enter my PIN

So that I can withdraw cash

Acceptance Criteria:

PIN must be four digits long

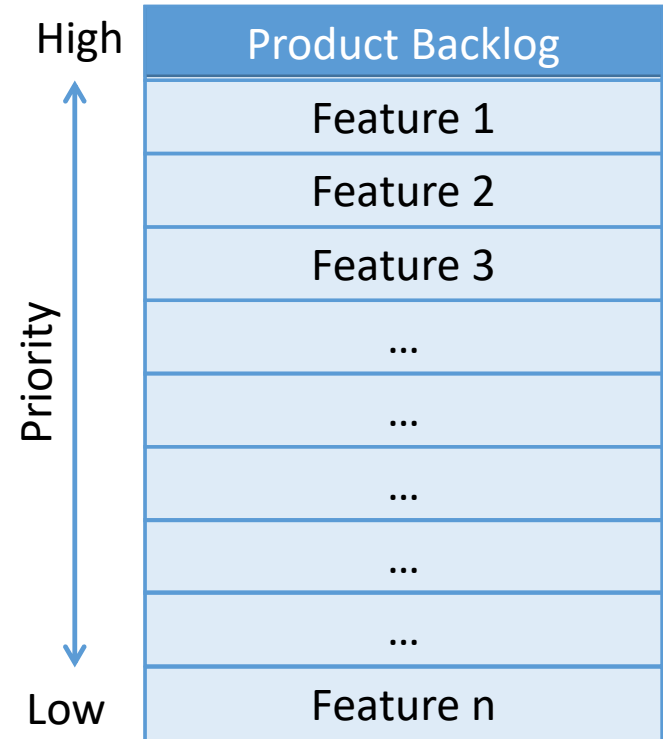
PIN must not allow alpha or special characters

PIN must be entered within 30 seconds

or the transaction will be canceled

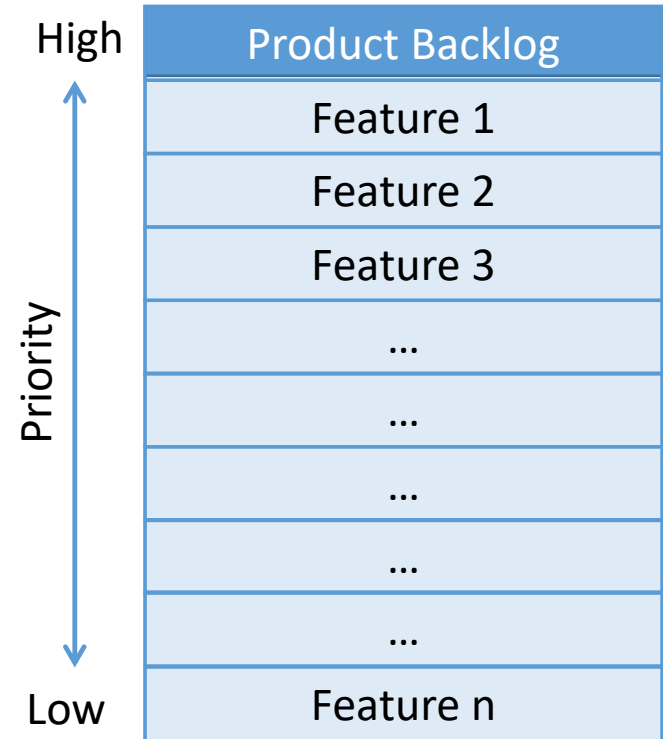
Agile Requirements

- Feature requests captured in user stories
- User stories are prioritized in product backlog
- Work on user stories in priority order



Agile Requirements

- For each user story:
 - Gather requirements through collaboration
 - Implement functionality using Agile practices
 - Requirements become embedded in code



Agile Requirements Gathering

- Minimal documentation
- Communication and collaboration are critical
- Uses whole-team approach
- On-site user representation
- Rapid feedback loop is critical to success

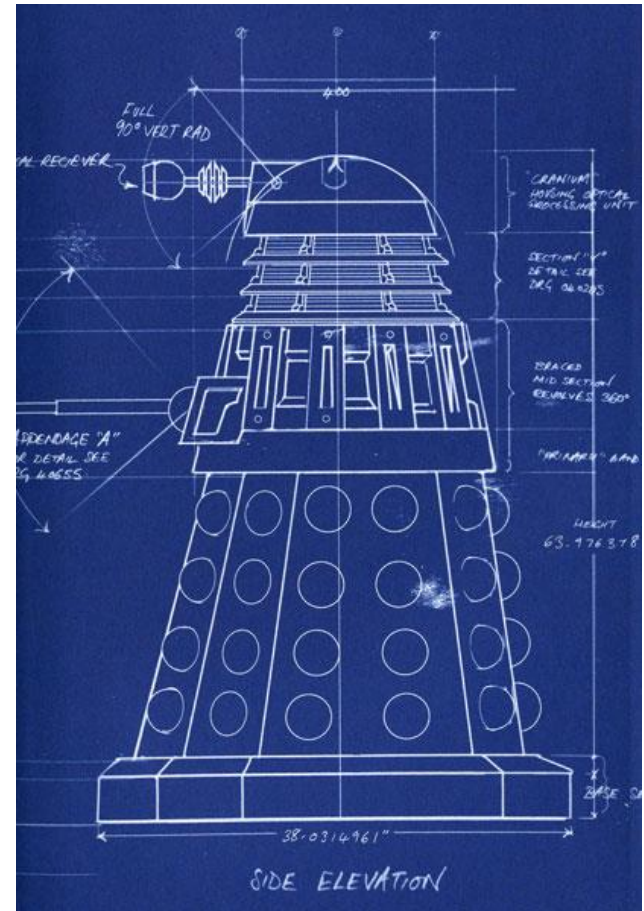


Source: <http://www.dvdizzy.com/peanuts-1970s-vol2.html>

Embedded Documentation

Waterfall Requirements Documentation

- In Waterfall:
 - Documentation is the blueprint
 - Code is the product being produced
- Documentation is:
 - Often out of date
 - Not read frequently
 - Not executable



Agile Requirements Documentation

- In Agile:
 - Code is the blueprint
 - Working software is the product being produced
- Code is:
 - Always up to date
 - Continuously read
 - Executable
- Requirements are embedded in the code



Agile Practices for Embedded Documentation

Practice	Purpose
Test-Driven Development (TDD)	Low-level Behaviors
Behavior-Driven Development (BDD)	High-level Behaviors
Domain-Driven Design (DDD)	High-level Policy / Domain Logic
Domain-Specific Languages (DSL)	Human-readable code for business
Clean Code	Reader-centered code for devs.

Non-Functional Requirements

Non-Functional Requirements

- Maintainability
- Performance
- Reliability
- Security
- Testability
- Usability

Agile NFRs

Driven by Users:

- Performance
- Security
- Usability

Driven by Developers:

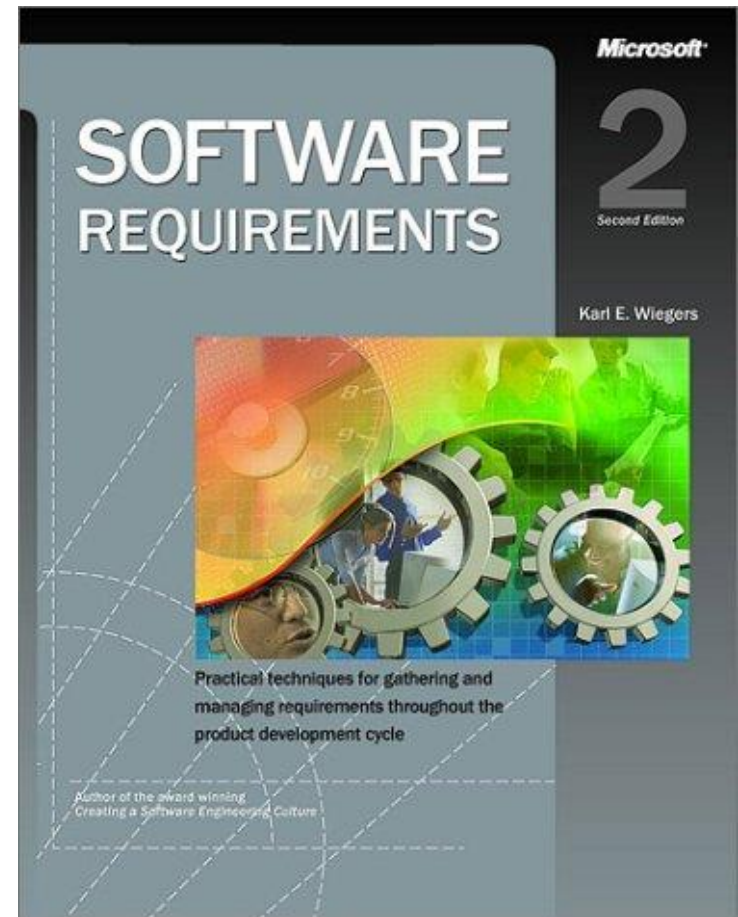
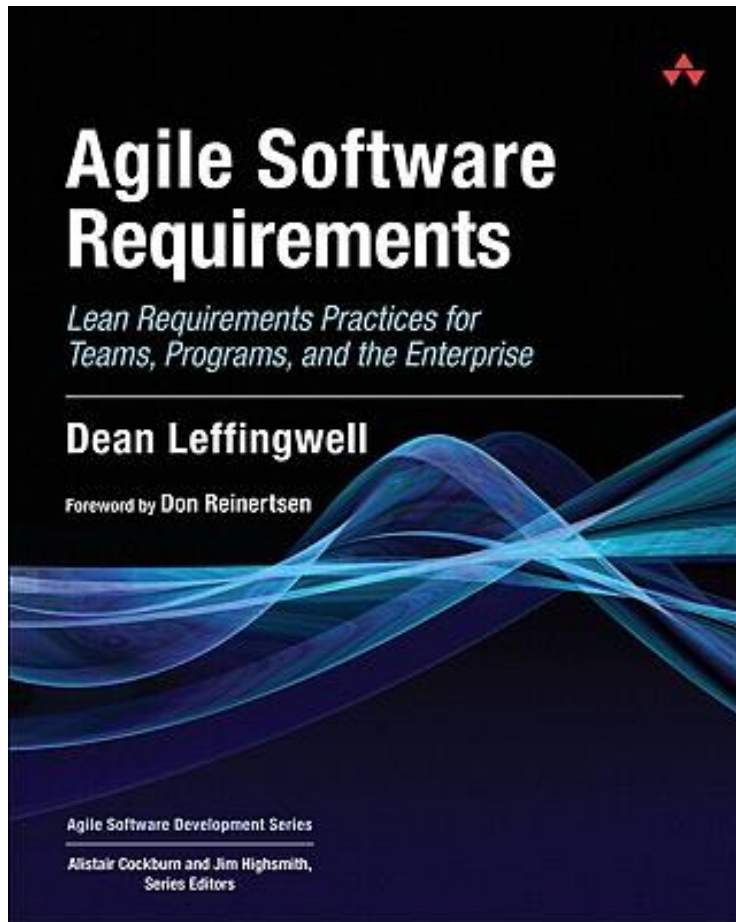
- Maintainability
- Readability
- Testability

Conclusion

Conclusion

- What is Agile?
- Waterfall vs. Agile
- User Stories
- Embedded Documentation
- Non-functional Requirements

Recommended Reading



Contact Info

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Renze Consulting

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Data Explorer

<http://www.data-explorer.com>

Q & A